

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A game machine for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:

timing acquisition means for acquiring game operation timing at which each of the first player and the second player operates the game;

timing guidance means for presenting game operation timing at a predetermined guidance level to each of the first player and the second player;

game operation evaluation means for verifying the game operation timing acquired by the timing acquisition means with the game operation timing presented by the timing guidance means to evaluate game operation by each of the first player and the second player; and

guidance level changing means for changing the predetermined guidance level with respect to at least one of the first player and the second player, based on a result of evaluation made by the game operation evaluation means, said changing with respect to the first player being based on a result of evaluation of the second player's ~~stepping performance~~ game operation and said changing with respect to the second player being based on a result of evaluation of the first player's ~~stepping performance~~ game operation.

2. (original): A game machine according to claim 1, wherein

the timing guidance means shows each of the first player and the second player a first operation timing instruction image and a plurality of second operation timing instruction images gradually approaching the first operation timing instruction image displayed on a display screen, to thereby show a state in which game operation timing is arriving, and

the guidance level changing means changes a speed at which the plurality of operation timing instruction images approach the first operation timing instruction image to thereby change the predetermined guidance level.

3. (currently amended): A game method for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:

a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

a timing guidance step of presenting game operation timing at a predetermined guidance level to each of the first player and the second player;

a game operation evaluation step of verifying the game operation timing acquired at the timing acquisition step with the game operation timing presented at the timing guidance step to evaluate game operation by each of the first player and the second player; and

a guidance level changing step of changing the predetermined guidance level with respect to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation step, said changing with respect to the first player being based on a result of evaluation of the second player's ~~stepping performance~~ game operation and said changing with respect to the second player being based on result of evaluation of the first player's ~~stepping performance~~ game operation.

4. (currently amended): An information storage medium storing a program for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, the program causing a computer to execute:

a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

a timing guidance step of presenting game operation timing at a predetermined guidance level to each of the first player and the second player;

a game operation evaluation step of verifying the game operation timing acquired at the timing acquisition step with the game operation timing presented at the timing guidance step to evaluate game operation by each of the first player and the second player; and

a guidance level changing step of changing the predetermined guidance level with respect to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation step, said changing with respect to the first player being based on a result of evaluation of the second player's ~~stepping performance~~ game operation and said changing with respect to the second player being based on a result of evaluation of the first player's ~~stepping performance~~ game operation.

Claims 5-9 (canceled).

10. (previously presented): The game machine as recited in claim 1 wherein said game operation evaluation means is operative to generate a cumulative result of an evaluation of at least one of said first and second player and said guidance level changing means is operative to change the predetermined guidance level based on said cumulative result.

11. (previously presented): The game method as recited in claim 3, further comprising a generating step of generating a cumulative result of an evaluation of at least one of said first and second player, and

wherein, said guidance level changing step further comprises changing the predetermined guidance level based on said cumulative result.

12. (previously presented): The information storage medium as recited in claim 4, further comprising a generating step of generating a cumulative result of an evaluation of at least one of said first and second player, and

wherein, said guidance level changing step further comprises changing the predetermined guidance level based on said cumulative result.

13. (previously presented): The game machine as recited in claim 1, further comprising:
a relative performance display, said display being operative to provide a continuous display identifying in first and second display portions, respectively, the relative performance of said first and second players, and

wherein said guidance level changing means is operative to change the predetermined guidance level consistent with said display of relative performance.

14. (previously presented): The game method as recited in claim 3, further comprising a displaying step of displaying a continuous display identifying in first and second display portions, respectively, the relative performance of said first and second players, and

wherein, said guidance level changing step further comprises changing the predetermined guidance level consistent with said display of relative performance.

15. (previously presented): The information storage medium as recited in claim 4, further comprising a displaying step of displaying a continuous display identifying in first and second display portions, respectively, the relative performance of said first and second players, and

wherein, said guidance level changing step further comprises changing the predetermined guidance level consistent with said display of relative performance.